GLF Activities

GLF members help to identify, organize, and conduct the following shared activities:

- Identifying educational technology and scholarship innovations
- Assessing and evaluating innovations
- Sharing ideas and materials for improvements in practice
- Design studios for learning, instruction, and research innovations
- Seminars and workshops to disseminate innovation benefits
- Forums on topics sponsored and facilitated by communities of practice

GLF is made possible by the collaborative efforts of partnering AU schools, centers, and the Muir S. Fairchild Research Information Center.

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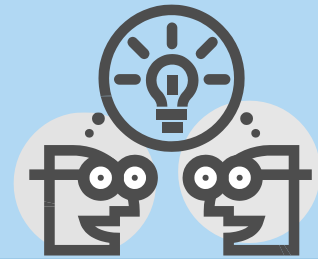http://www.facebook.com/myAUinnovate

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Global
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LEARNING, INSTRUCTION, & RESEARCH THROUGH INNOVATION BY DESIGN
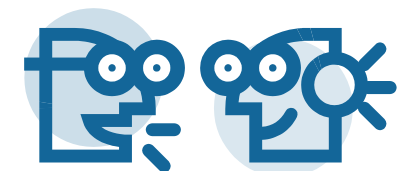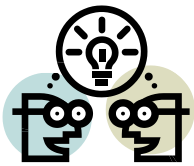
Global Learning Forum (GLF)

ABOUT GLF

The Global Learning Forum (GLF)

GLF supports communities of practice to facilitate educational technology and scholarship innovations via enhanced collaborative efforts among educators, researchers, and practitioners.

Forum Activities

GLF members explore, examine and communicate how shared pathways of collaboration can help bridge information technology and learning theory to innovatively design and deliver improved capabilities and services for learning, instruction, and research.

GLF COMMUNITIES

Gaming, Simulation, and Virtual Reality. Gaming, simulations, and virtual reality environments promise an emphasis on intuitive and engaging ways to discover and learn. Members work to explore how gaming, simulations, and virtual reality can be introduced for use in instruction and scholarship.

Learning and Library eCommons Space Design. The design of learning and research spaces, whether they are classrooms, laboratories, libraries, informal, or virtual spaces—can enhance learning and scholarship. Excellent learning and research space design can improve learning and scholarship outcomes. Educators, researchers, librarians, technologists, and space planners are combining IT, pedagogy, learning, and digital scholarship with virtual and physical qualities and tools to create mixed-reality spaces.

Student Academic Systems and Learning Support Services. Capabilities exist to collect, store, inter-connect and deliver student data from diverse sources with greater accuracy and security. Members work to   identify, prototype and evaluate new systems and services.
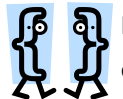
Bridging Community. Effort is focused on bridging education and practitioner communities to develop shared curriculum and   communication pathways, as well as to   develop a set of processes and tools to help strengthen the connection between practices and education.

**E-Portfolio for Lifelong Learning**. Educational researchers, faculty, assessment and learning scientists and technologists, work on the creation, use, publication and evaluation of electronic portfolio projects and tools.

Applied Use of Technologies in Teaching and Learning. Members bring focus to emerging technologies that have the potential to advance teaching, learning, and creative expression for learner-centered environments.
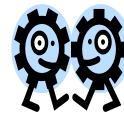
HPL Community. How People Learn (HPL) Community members are engaged to transform curriculum with applications of learning   science research.

Transfer Forum. Members explore ways to transfer innovations across industry, government and AF   education to further enable collaborative efforts and access. Partnerships are facilitated to bridge and strengthen   collaborative efforts to transform learning environments.